

CLAIMS

1. A method for synchronizing a programming signal with a Flash movie on a client device, the method comprising:

receiving a programming signal on a client device,

5 receiving an URI, wherein the URI specifies a location in a network from where a Flash movie which relates to the programming signal can be obtained;

retrieving the Flash movie from the location;

loading the Flash movie on the client device, the client device including a Flash player; and

10 receiving a command at the client device from the server, the command directing the Flash movie on the client device.

2. The method of claim 1, wherein the programming signal includes at least one of a video signal, an audio signal, a streaming video signal, and a streaming audio signal.

3. The method of claim 1, wherein the URI is included as at least one of received with the programming signal, embedded in the programming signal, and embedded in a vertical blanking interval of the programming signal.

4. The method of claim 1, wherein the network includes at least one of a publicly accessible network, a privately accessible network, a distributed community network, a wireless network, an extranet, an Internet, and an intranet.

5. The method of claim 1, wherein the client device includes a Web browser having a Flash plug-in.

6. The method of claim 5, wherein the Web browser includes a receiver in communication with a bridge layer, the bridge layer for transmitting the command to the Flash movie.

7. The method of claim 6, wherein the receiver includes at least one of a receiver applet, an ActiveX control, a Java applet, and a persistent socket function of a Flash movie.

8. The method of claim 1, wherein the command is received through the playback of a playlist residing on a server.

9. The method of claim 1 wherein the command is generated by a producer connected with the network.

10. The method of claim 1, wherein the Flash player includes at least one of an email client capable of displaying Flash movies, a Flash projector, a Flash plug-in with persistent socket capabilities, a Flash projector with persistent socket capabilities, and a Flash projector used as a screen saver.

11. The method of claim 1, wherein the command is received via a persistent socket.

12. A program resident on a memory device accessible by a client device for synchronizing a programming signal with a Flash movie on the client device, the program comprising:

a first program component resident on a memory device for receiving a programming
5 signal;

a second program component resident on the memory device for receiving a URI, wherein the URI specifies a location on a network from where a Flash movie that relates to the programming signal can be obtained;

10 a third program component resident on the memory device for retrieving the Flash movie from the location;

a fourth program component resident on the memory device for loading the Flash movie on the client device, the client device including a Flash player; and

a fifth program component resident on the memory device for receiving a command at the client device from the server, the command directing the Flash movie on the client device.

13. The program of claim 12, wherein the program is an applet.

14. The program of claim 12, wherein the client device includes a Web browser having a Flash plug-in.

15. The program of claim 14, wherein the Web browser includes a receiver in communication with a bridge layer, the bridge layer for transmitting the command to the Flash movie.

16. The program of claim 15, wherein the receiver includes at least one of a receiver applet, an ActiveX control, a Java applet, and a persistent socket function of a Flash movie.

17. The program of claim 12, wherein the command is received from the playback of a playlist on a server.

18. The program of claim 12, wherein the command is generated by a producer connected with the network.

19. The program of claim 12, wherein the Flash player includes at least one of an email client capable of displaying Flash movies, a Flash projector, a Flash plug-in with persistent socket capabilities, a Flash projector with persistent socket capabilities, and a Flash projector used as a screen saver.

20. A system for presenting a programming signal and a related Flash movie, the system comprising:

a first means for receiving the programming signal;

5 a second means for receiving one or more URIs, wherein the URI specifies a location on a network for the Flash movie;

a means for decoding, connected to the second means for receiving the URI to determine the location on the network for the Flash movie;

a means, connected with the decoding means, for sending message requests to the location on the network for the Flash movie and for retrieving the Flash movie residing at the
10 network location;

a means, connected with the means for sending message requests, for playing the Flash movie;

a presentation means, connected to the first and second receiving means, for presenting the programming with the Flash movie; and

15 a means for receiving a control signal from a server, the control signal controlling the Flash movie.

21. The system of claim 20, wherein the programming signal contains a video signal and an audio signal.

22. An apparatus for presenting a programming signal and a related Flash movie, the system comprising:

a decoder for receiving at least one URI, decoding the at least one URI and determining a location corresponding to the URI; and

5 at least one presentation device for presenting a programming signal, retrieving a Flash movie from the location and presenting the Flash movie;

whereupon receiving a programming signal and at least one URI, the decoder decodes the URI to determine the location, and the at least one presentation device retrieves the Flash movie from the location, presents the Flash movie, and receives at least one command
10 providing direction to the presentation of the Flash movie.

23. The apparatus of claim 22, wherein the at least one presentation device includes a first presentation device for presenting the programming signal and a second presentation device for presenting the Flash movie.

24. The apparatus of claim 22, wherein the presentation device presents the programming signal on a first layer and the Flash movie on a second layer.

25. The apparatus of claim 22, wherein the presentation device presents the programming signal on a first window and the Flash movie on a second window.

26. The apparatus of claim 22, wherein the URI is received as at least one of contemporaneously with the programming signal, prior to the programming signal, separately from the programming signal, embedded in the programming signal, and embedded in a vertical blanking interval of the programming signal.

27. A memory for storing data utilized to synchronize a programming signal with a Flash movie on a client device, the memory comprising:

a data structure stored in the memory, the data structure including information used by the application program and including:

- 5 a first data object utilized to receive a programming signal;
- a second data object utilized to receive an URI, wherein the URI specifies a location in a network from where a Flash movie relating to the programming signal can be obtained;
- a third data object utilized to retrieve the Flash movie from the location;
- 10 a fourth data object utilized to load the Flash movie on the client device, the client device including a Flash player; and
- a fifth data object utilized to receive a command at the client device from the server, the command directing the Flash movie on the client device.

28. A method for controlling a Flash movie by a server, the method comprising: identifying a Flash movie; and sending a command from the server to a client device, wherein the command controls the presentation of the Flash movie.

29. The method of claim 28, wherein the command is sent via the playback of a playlist residing on the server.

30. The method of claim 28, wherein the command is generated by a producer connected with the network.

31. The method of claim 28, wherein the command is generated live.

32. The method of claim 28, wherein the command is received via a command line interface.

33. A method for synchronizing a programming signal with a Flash movie on a client device, the method comprising:

receiving a programming signal on a client device,

receiving an URI, wherein the URI specifies a location in a network from where a

5 Flash movie which relates to the programming signal can be obtained;

retrieving the Flash movie from the location;

loading the Flash movie on the client device, the client device including a Flash player;

downloading a playlist from a server;

10 playing the playlist on the client device, wherein the playlist controls the presentation of the Flash movie on the client device.

34. A method for controlling a Flash movie by a playlist, the method comprising:

identifying a Flash movie;

downloading a playlist onto a client device from a server; and

5 playing the playlist on the client device, wherein the playlist controls the presentation of the Flash movie.

35. A method for providing a real-time data feed to a client device having a Flash movie, the method comprising:

receiving a real-time data feed at the server;

generating a command at a server, the command directed to a Flash movie on the

5 client device, and the command responsive to the real-time data feed; and

sending the command to the client device;

wherein the command sent to the client device directs the Flash movie playing on the client device.

36. The method of claim 35, wherein the server is accessible via a communications link further comprising at least one of a network, an intranet, an extranet, the Internet, a distributed community network, a publicly accessible network, a privately accessible network, a wireless network, and a stand-alone configuration separate from a network.

37. The method of claim 35, wherein the command is sent via a persistent socket.

38. The method of claim 35, wherein the real-time data feed includes at least one of a stock ticker, a sports ticker, a news ticker, an advertising ticker, and a current event ticker.

39. A computer-readable data transmission medium containing a data structure configured to provide a real-time data feed to a client device having a Flash movie, the computer-readable transmission medium comprising:

a first portion receiving a real-time data feed at the server;
a second portion generating a command at the server, the command directed to a Flash movie on the client device, and the command responsive to the real-time data feed; and
a third portion sending the command to the client device;
wherein the command sent to the client device directs the Flash movie.

40. A computer readable medium providing a data structure configured to provide a real-time data feed to a client device having a Flash movie by:

receiving a real-time data feed at the server;
generating a command at a server, the command directed to a Flash movie on a client device and responsive to the real-time data feed; and
sending the command to the client device;
wherein the command sent to the client device directs the Flash movie.

41. A signal embodied in a transmission medium for controlling the presentation of a Flash movie on a client device, comprising:

a first program code segment providing an abstraction of a first receiver for receiving a programming signal;

5 a second program code segment providing an abstraction of a second receiver for receiving an URI, the URI specifying a location on a network of a Flash movie;

a third program code segment providing an abstraction for retrieving the Flash movie from the location;

a fourth program code segment providing an abstraction for loading the Flash movie
10 on the client device, wherein the client device includes a Flash player;

a fifth program code segment providing an abstraction for receiving a command from a server, the command directing the presentation of the Flash movie on the client device.

42. The signal embodied in a transmission medium of claim 41, wherein the URI is included as at least one of received with the programming signal, embedded in the
15 programming signal, and embedded in a vertical blanking interval of the programming signal.

43. The signal embodied in a transmission medium of claim 41, wherein the client device includes a Web browser having a Flash plug-in.

44. The signal embodied in a transmission medium of claim 41, wherein the command is received through the playback of a playlist residing on a server.

20 45. The signal embodied in a transmission medium of claim 41 wherein the command is generated by a producer connected with the network.

46. The signal embodied in a transmission medium of claim 41, wherein the Flash player includes at least one of an email client capable of displaying Flash movies, a Flash projector, a Flash plug-in with persistent socket capabilities, a Flash projector with persistent
25 socket capabilities, and a Flash projector used as a screen saver.

47. The signal embodied in a transmission medium of claim 1, wherein the command is received via a persistent socket.